

# Tambola Electronic Display System

## Installation and User Manual.

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## Tambola Electronic Display Model Options

<p><b>T4KSA - Tambola Caller View Side</b></p> <p>Wired keypad and standalone system.</p> 	<p><b>T4KSA - Tambola Crowd View Side</b></p> 
<p><b>TSL12 - Wireless Remote Display 12 Inch</b></p> 	<p><b>TSL41 – Wireless Remote Display 4 Inch Tabletop</b>  <b>TSL42 – Wireless Remote Display both sides.</b></p> 
<p><b>T4ISA – Tambola with IR Wireless Remote</b></p> <p>Wireless IR Remote with wireless remote display</p> 	<p><b>T4ISA + TSL12 – IR Wireless remote and wireless 12 Inch Display</b></p> 

## How to play Tambola!

Tambola is played on a basic principle. The organizer/caller calls the Number/CUE one at a time and players need to strike Numbers on their tickets. Tambola/Housie can be played in many different ways depending on the competency level of the target audience.

***American version of Tambola is called 'Bingo' and it is slightly different from Tambola.***

Generally, Tambola is played with Numbers (1-90) being called out by 1 person/caller and players striking out those Numbers on their Tickets.

The primary difference between Tambola and U.S. bingo is that bingo cards are five by five, and Tambola cards are nine by nine. Bingo numbers are called with a letter to designate what column they can be found in, where Tambola cards are organized in tens. It is customary for Tambola numbers to be called with a clever rhyme for flavor. The game is usually won by marking a complete horizontal line, however, it can also be won with lines in different directions or by marking the entire card. Winners announce that they have won by standing and shouting "Tambola."

Tambola, like bingo, is often played for small amounts of money in large halls with dozens of players. It is incredibly easy to learn, but it is almost entirely predicated on chance. Because of this, it is often treated as a casual gambling game rather than a serious one.

### Prepare to play Tambola

Sell Tambola Tickets at a fixed or mutually-agreed upon price to everyone who wants to play.

With the ticket(s), hand out a pen / pencil / toothpick to the players to strike the called numbers/CUEs in their tickets.

Decide the cash-prizes for the decided winning points. Winning points can be like:

- **Early 5:** the ticket with first five struck numbers
- **First Row/Top Row:** the ticket with all numbers struck in top row first
- **Second Row/Middle Row:** the ticket with all numbers struck in middle row first
- **Third Row/Bottom Row:** the ticket with all numbers struck in bottom row first
- **Corners:** the ticket with all 4 corner numbers struck first (1st and last numbers of top and bottom rows)
- **Corner with Star:** the ticket with all 4 corner & center-most numbers struck first (1st and last numbers of top and bottom rows along with center-most number of the middle row)
- **Full House/First House:** the ticket with all its numbers struck first
- **Second House:** the ticket with all its numbers struck second and so on...

### Start Playing Tambola

The CALLER needs to pick a Number/CUE without seeing the box/container containing CUEs. The caller generally shakes the box/container containing CUEs before calling next CUE.

If a number called by CALLER exists on a player's ticket, then the player has to strike it.

Once a particular Winning point is achieved by a player, he has to claim it immediately.

CALLER has to verify the winning by matching the struck numbers on the ticket with the called out numbers. CALLER then declares if the winning has been successfully claimed. If not, the winning point is still available to be claimed.

Game ends when all the FULL HOUSEs are successfully CLAIMED.

Award the winners at the end of Tambola. This could be prizes or in cash distributed according to the ratio of the winning points against the total prize money collected.

The pre-declared cash prizes are awarded to the respective winners from the amount collected by the sale of the tickets. If it is a “on-the-house” game, let the host award the winners with prizes.

Traditionally Tambola and Bingo have cash prizes for the first five, the three rows and a full house, the cash prizes coming from the sale of the tickets. In most Tambola events organized, they do give out cash prizes, but also lot of other small gifts which can be souvenirs, fridge magnets, Tshirts and practically anything else which is not so expensive. If you are able to get sponsors, then the big gifts can come out. So, if you are organizing a Tambola game, try to get a budget for it and then buy many small gifts and give them out apart from the cash prizes. If you don't get a budget, make a guess as to the amount of money you will collect and then pre-buy gifts for that amount.

Now that you have so many gifts, how are you going to give them away if there are only 4 prizes (3 rows + 1 full house)? This is where you have to do things differently. Given below is a list (in random order) of all Tambola “events” for which prizes have been distributed. You can pick and choose from the list below based on the number of gifts you have, your interest level in organizing the event, the time available for the event (more the prizes, more the time ) and the interest level of the players.

- Anyone with the number 1 on their ticket. If all players have bought the full column, change it to – Anyone with number 1 on their topmost ticket – Start off with this one giving all the people a 10 Rupee prize!
- Apart from the three rows, you can also give a prize for the first 4 Columns i.e. the first and the last number on the first and the last row.
- If you are playing Tambola with a group of really enthusiastic people, you can also add prizes for the 5 columns on a ticket. Each column is not defined as the column appearing on the ticket, but as the respective numbers. Eg: 1st column would be the 1st number on each row irrespective of where the numbers actually are.
- It will be a morale-booster to also have an Unlucky One Prize for the one who is the last to get a number on his ticket.
- If your group contains people of both sexes and of different ages, you can give prizes based on boys/girls or kids/parents/grand parents etc i.e a prize to the kid with the most/least number of numbers marked on a ticket.
- You can also play around with mathematics (if you have people buying an entire column) such a 1 number in 1 ticket, 2 numbers in another ticket and 3 numbers in another or any such combination.
- You can give prizes for combination of numbers in the rows i.e. 1 number on a row, 2 on another and 3 on the other.
- While selling tickets, give discounts to people buying the entire column (6 tickets). This will encourage people to buy the set which gives you more options to give prizes.

- Giving away absolutely junk prizes in the middle will keep the audience entertained. Eg: After giving away lot of prizes, the person to receive a prize will be looking forward to a good prize. Then you can suddenly call for a combination which you expect many to have and call all of them to get a prize. You could then give each of them a chocolate or something equally silly!
- If you run out of allocated prizes for the first session on Tambola towards the end, but people are still interested, you can always give out free tickets for the next session as a prize.

Hope these tips help you in organizing a good game of Tambola!

### Some popular phrases to use while calling out Numbers

1 – First on the board, no. 1; lone ranger no. 1	46 – Up to tricks at 46
2 – Kaala dhan (number “do”); one little duck no.2	47 – Year of Independence
3 – Happy family; goodness me no. 3	48 – Close to fate
4 – Hum doh humare “do”; 2+2=4	49 – Rise and shine at 49
5 – Punjab mail no. 5, Come for a drive at no. 5	50 – Half a century, Golden Jubilee (50)
6 – Bottom heavy, In a fix no. 6	51 – Charity begins at 51
7 – Lucky no. seven, Colours of rainbow, days in a week	52 – Weeks in a year; Pack of cards
8 – One fat lady/major no. 8	53 – Pack with a joker
9 – Doctor’s time no. 9	54 – Time for more
10 – A big fat hen no. 10	55 – Nagging wife, All the fives
11 – Beautiful legs; sexy legs	56 – Pick up sticks
12 – One dozen	57 – Go to heaven
13 – Unlucky for some no. 13, Baker’s Dozen no. 13	58 – Bring back fate
14 – Valentine’s Day; Tender chick, age is 14	59 – Make them shine
15 – Yet to be kissed, age is 15	60 – Diamond Jubilee (60)
16 – Never been kissed, Sweet sixteen	61 – Meet everyone
17 – Not so sweet, often been kissed, Dancing Queen	62 – Make some stew
18 – Now you can vote, marriageable age no. 18	63 – Plant some trees
19 – Goodbye teens at no. 19	64 – Retired before
21 – Watch your son at 21, Women’s age never crosses 21	65 – Like bees in a hive
22 – Two little ducks; All twos no. 22	66 – Clickety Click
23 – You and me is 23	67 – Want some lemon
24 – Two dozen	68 – Don’t need toothpaste
25 – Wish to have a wife at 25, Silver Jubilee (25)	69 – Ulta Pulta, Any way round
26 – Republic Day	70 – Time for some tea
27 – Gateway to heaven no. 27	71 – Meet someone young
28 – Not so late at 28	72 – Lucky couple, lucky two
29 – In your prime, Gin and lime 29	73 – Know all of history
30 – Women get flirty at 30; Flirty thirty	74 – Lucky chor 74
31 – Flavours at Baskin Robins	75 – Dance and chive
32 – 32, Mouth’s Full	76 – Swing some sticks
33 – Lovely lips, All the 3s, Knocking knees 33	77 – Hum “saat” “saat” (Hindi) hain, luck-a-luck, double hockey sticks, two little crutches
34 – Dil mange more at 34	78 – Lucky “seth” (Hindi) 78
35 – Flirty wife 35	79 – One more time, lucky nine
36 – Perfect vital stats 36, standard size 36, three dozen	80 – Get blessed quickly
37 – Mixed luck	81 – Meet everyone
38 – Oversize	82 – Last of the two 82; Fat lady with a duck
39 – Watch your waistline	83 – India won Cricket World Cup
40 – Naughty 40	84 – Last of the chors

41 – Life begins at 41 43 – Down on your knees 43 44 – Chor & chor, All the fours 45 – Halfway there	85 – Make everyone dive (for your blessing!) 86 – Lick the lips 87 – Last of luck, fat lady with a crutch 88 – Two fat ladies 89 – Nearly there; All but one 90 – Top of the house, no. 90 !
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**T4KSA – Maintenance of the unit.**

The Tambola display system requires very little maintenance. However, the front and rear acrylic screen may become smudged due to fingerprints and may attract dust.

Cleaning of the Acrylic should be done with mild dishwasher soap mixed with water. Use a clean cloth dipped in soap water and wipe the screens and body of the unit. Do not let the water drip or run into the unit. Dry the unit with a clean dry cloth. In case of tough dirt, a common glass cleaning spray may be used and wiped to dry off.

**T4KSA / T4ISA – Connecting the Tambola Display, keyboard.**

1. Unpack the Tambola and place it on a table close to the caller of the game.
2. Ensure AC230V power is available near the table so that its easy to connect the display to the power source.
3. Connect the keyboard to the Tambola T4KSA. The keyboard receptacle is on the side of the unit.
4. Connect the Tambola T4KSA to AC power and switch on the power.
5. Keep the keyboard close to the caller. The cable is long enough to reach the caller, who will need to be close enough to the display to see the matrix and the entered numbers.
6. The IR Wireless Remote keypad may be used up to 10 Meters away and needs to point at the unit to function properly. Ensure you have new/spare batteries for the remote.

**TSL41 / TSL42 / TSL12**

1. Unpack the display and place it at a suitable location for the crowd to see it from everywhere.
2. Plug in the display into AC230V.
3. Power up the T4ISA and type in a number to check if the display responds. In case the display response is poor, move the T4ISA or the display closer to each other to ensure connectivity.
4. The display will show the number only after the ENTER key is pressed on the keypad or the remote keypad.

**Operating the unit during the game:**

Upon power up, the Tambola display will show the last number of the game and the caller console will also display the last called numbers on the matrix. This is useful for power fail, in case the AC mains fails, the display will remember the last numbers and show the same after power returns.

Operation	Keyboard Action
RESET the display to - -. This is to start a new game.	Press and HOLD the * key for at least 5 Seconds until the display shows - - The remote keypad has a RESET key. Press and hold it for at least 5 seconds until you see the display has reset.
Entering numbers in the game.	Key in the numbers and press the ENTER key to display the number to the Audience. If Enter is not pressed, the audience will still see the previous number.
Delete currently visible number on display	Press . or Del key on the keypad.
Delete previously entered number	Enter the same number again. Press ENTER. Now press . or Del key on the keypad.
View the previous number called	Press the <- Backspace key once. The last number is shown. Press the Reset key once to view the last number.
Other keys on the keypad	Unused, no action.



**Quick Setup**

Unpack Tambola	Set it up on the caller table with the keypad close to the caller. Check if the Audience can see the display from everywhere.
Power up the Tambola display	RESET the previous game and start playing.

**Specifications.**

<b>T4KSA / T4ISA</b>	<b>Tambola Console</b>
Audience Display	4 Inch RED LED High Brightness
Caller View	2 Inch RED LED with Dot Matrix Led
Audio tone	Beeper
Wired Keypad	PC Number Keypad [modified]
Wireless Keypad	IR Wireless 12 Key with battery 2 x AA
Power Input	AC230V, 10Watt
Size	Width 225mm x Height 150mm x Depth 150mm
Weight	2Kg Approximately
<b>TSL41/TSL42</b>	<b>Wireless Display</b>
Audience Display	4 Inch RED LED High Brightness
Audio Tone	Beeper
Power Input	AC230V, 8Watt
Size	Width 225mm x Height 150mm x Depth 150mm
Weight	1.1 Kg Approximately
<b>TSL12</b>	<b>Wireless 12 Inch Display</b>
Audience Display	12 Inch RED LED High Brightness
Audio Tone	Beeper
Power Input	AC230V, 12Watt
Size	Width 430mm x Height 430mm x Depth 40mm
Weight	3Kg Approximately

Note: Features and Specifications subject to change without notice.

**LIMITED WARRANTY AND SERVICE**

Buildmet Technologies Pvt. Ltd., warrants this product to be free from defective materials or factory workmanship and will replace or repair this unit or any part thereof, except batteries, if it proves to be defective in normal use or service within 1 Year from the date of original purchase. Our obligation under this warranty is the repair or replacement of the defective instrument or any part thereof, except batteries, when it is returned, transportation prepaid, to Buildmet Technologies Pvt. Ltd. This warranty will be considered void if the unit is tampered with, improperly serviced, improperly installed, or subjected to misuse, negligence or accidental damage, or the label DO NOT OPEN is removed or broken, there is no other express warranties other than those stated herein.

This warranty gives you specific legal rights, and you may also have other rights which varies from state to state. TO OBTAIN SERVICE please pack the unit carefully and send it prepaid by insured parcel post or Courier service to Buildmet Technologies Pvt. Ltd at the address shown below. It would be helpful if you include a note explaining how the unit is defective.

IF THE UNIT IS RETURNED WITHIN THE WARRANTY PERIOD, please include a proof of purchase [dated bill or cash register receipt] so that we may establish your eligibility for warranty and service and repair of the unit without cost.

IF THE UNIT IS OUTSIDE THE WARRANTY PERIOD, please email us for the repair fees.

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